

CLAIMS

1. A setup method for a controller that gives instructions to a computer running software depending on a pushing pressure by a user on a control element connected to a pressure-sensitive device of the controller, the method, comprising:

an instruction step wherein the user is instructed to push said control element with at least a maximum strength,

a storage step wherein a value obtained when said control element is pushed by the user, is stored as the maximum value; and

- a correction step wherein, based on said maximum value and a pressure-sensing value table defined in said software or various pressure-sensing values, a new corrected pressure-sensing value table or various new corrected pressure-sensing values are generated.

2. A recording medium on which is recorded a computer-readable and executable software program containing a setup program for a controller that gives instructions to a computer running software depending on a pushing pressure of a user on a control element connected to a pressure-sensitive device of the controller; wherein said setup program comprises:

- an instruction step wherein the user is instructed to push said control element with at least a maximum strength;

a storage step wherein a value obtained when said control element is pushed by the user is stored as the maximum value, and

- a correction step wherein, based on said maximum value and a pressure-sensing value table defined in said software or various pressure-sensing values, a new corrected pressure-sensing value table or various new corrected pressure-sensing values are generated.

3. The recording medium according to claim 2, wherein said corrected pressure-sensing value table or various corrected pressure-sensing values are stored in a storage unit provided internally in or external of said computer.

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4. A computer system comprising:

a pressure-sensitive controller that gives instructions to a computer processor running software depending on a pushing pressure of a user on a control element connected to a pressure-sensitive device of the controller;

10 instruction providing means for instructing the user to push said control element with at least a maximum strength;

storage means for storing a value obtained when said control element is pushed by the user as the maximum value; and

15 correction means for generating, based on said maximum value and a pressure-sensing value table defined in software or various pressure-sensing values, a new corrected pressure-sensing value table or various new corrected pressure-sensing values.

5. The computer system according to claim 4, wherein said corrected pressure-sensing value table or various corrected pressure-sensing values are stored in a storage unit
20 internal to or external to said computer.

6. The computer system according to claim 4, which is an entertainment system.

7. The computer system according to claim 5, which is an entertainment system.

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8. A computer system comprising:

a controller that gives instructions to running software depending on a pushing pressure of a user on a control element connected to a pressure-sensitive device of the controller;

means for measuring a maximum user pressure-sensing value which is the
 5 maximum pushing pressure of the user;

means for acquiring a maximum game pressure-sensing value set by said software; and

correction means for making said maximum user pressure-sense value to correspond to said maximum game pressure-sense value, and calculating intermediate
 10 values until the maximum user pressure-sensing value is reached proportionally corresponding to the game pressure-sensing values;

wherein the user pressure-sensing value which is the pushing pressure of the user on the control element is corrected by said correction means and used in said software.

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9. The computer system according to claim 8, wherein said correction means has a correction table for correcting said user pressure-sensing values to said game pressure-sensing values.

20 10. The computer system according to claim 9, wherein said correction table is prepared based on a stipulated program.

11. The computer system according to claim 9, wherein said correction table is prepared based on predetermined calculations.

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12. A computer system comprising:

a controller that gives instructions to running software depending on a pushing pressure of a user on a control element connected to a pressure-sensitive device of said controller;

means for measuring user pressure-sensing values which are pushing pressures
5 of the user;

means for acquiring game pressure-sensing values set by said software; and

correction means for correcting said user pressure-sensing values to correspond to game pressure-sense values based on a stipulated function;

wherein the user pressure-sensing value which is the pushing pressure of the
10 user on the control element is corrected by said correction means and used in said software.

13. The computer system according to claim 12, wherein said correction means has a correction table for correcting said user pressure-sensing values to correspond to said
15 game pressure-sensing values based on said stipulated function.

14. The computer system according to claim 12, wherein said stipulated function is selected from a group consisting of second-order functions, higher-order functions, exponential functions and trigonometric functions, depending on characteristics of the
20 instructions controlled by said control element.

15. The computer system according to claim 13, wherein said correction table is prepared based on a stipulated program.

25 16. The computer system according to claim 13, wherein said correction table is prepared based on predetermined calculations.

17. A computer system comprising:

a controller that gives instructions to running software depending on a pushing pressure of a user on a control element connected to a pressure-sensitive device of said controller;

5 means for measuring a maximum user pressure-sensing value rate of change which is the most rapid pushing pressure of the user;

means for acquiring a maximum game pressure-sensing value rate of change set by said software, and

10 correction means for making said maximum user pressure-sensing value rate of change to correspond to said maximum game pressure-sensing value rate of change, and calculating intermediate values until the maximum user pressure-sensing value rate of change is reached proportionally corresponding to the game pressure-sensing value rate of change;

15 wherein the user pressure-sensing value rate of change which is a pushing speed of the user on the control element is corrected by said correction means and used in said software.

18. The computer system according to claim 17, wherein said correction means has a correction table for correcting said user pressure-sensing value rate of change to
20 correspond to said game pressure-sensing value rate of change.

19. The computer system according to claim 18, wherein said correction table is prepared based on a stipulated program.

25 20. The computer system according to claim 18, wherein said correction table is prepared based on predetermined calculations.

21. A setup method for a controller that gives instructions to a computer running software depending on a pushing pressure of a user on a control element connected to a pressure-sensitive device of the controller, the setup method comprising the steps of:

measuring a maximum user pressure-sensing value which is the maximum
5 pushing pressure of the user;
acquiring a maximum game pressure-sensing value set by said software; and
performing a correction step whereby said maximum user pressure-sensing
value is made to correspond to said maximum game pressure-sensing value, and
intermediate values until the maximum user pressure-sensing value is reached are
10 calculated proportionally corresponding to the game pressure-sensing values; wherein
the user pressure-sensing value which is the pushing pressure of the user on the
control element is corrected by said correction means and used in said software.

22. The setup method according to claim 21, wherein said correction means has a
15 correction table for correcting said user pressure-sensing values to correspond to said
game pressure-sensing values.

23. The setup method according to claim 22, wherein said correction table is prepared
based on a stipulated program.

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24. A setup method for a controller that gives instructions to a computer running software depending on a pushing pressure of a user on a control element connected to a pressure-sensitive device of the controller, the setup method comprising the steps of:

measuring a user pressure-sensing value which is the pushing pressure of the
25 user;
acquiring a game pressure-sensing value set by said software; and

performing a correction step whereby said user pressure-sensing value is corrected to correspond to said game pressure-sensing value; wherein

the user pressure-sensing value which is the pushing pressure of the user on the control element is corrected by said correction step and used in said software.

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25. The setup method according to claim 24, wherein said correction step a correction table issued for correcting said user pressure-sensing values to correspond to said game pressure-sensing values.

10 26. The setup method according to claim 25, wherein said correction table is prepared based on a stipulated function.

27. The setup method according to claim 26, wherein said stipulated function is selected from a group consisting of second-order functions, higher-order functions,
15 exponential functions and trigonometric functions, depending on characteristics of the instructions controlled by said control element.

28. The setup method according to claim 25, wherein said correction table is prepared based on a stipulated program.

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29. The computer system according to claim 25, wherein said correction table is prepared based on predetermined calculations.

30. A setup method for a controller that gives instructions to a computer running
25 software depending on a pushing pressure of a user on a control element connected to a pressure-sensitive device of the controller, the setup method comprising the steps of:

measuring a maximum user pressure-sensing value rate of change which is the most rapid pushing pressure of the user,

acquiring a maximum game pressure-sensing value rate of change set by said software; and

5 performing a correction step whereby said maximum user pressure-sensing value rate of change is made to correspond to said maximum game pressure-sensing value rate of change, and intermediate values until the maximum user pressure-sensing value rate of change is reached are calculated proportionally corresponding to the game pressure-sensing value rate of change; wherein

10 the user pressure-sensing value rate of change which is the pushing speed of the user on the control element is corrected by said correction means and used in said software.

31. The setup method according to claim 30, wherein said correction means has a
15 correction table for correcting said user pressure-sensing value rate of change to correspond said game pressure-sensing value rate of change.

32. The setup method according to claim 31, wherein said correction table is prepared based on a stipulated program.

20 33. The setup method according to claim 31, wherein said correction table is prepared based on predetermined calculations.

34. A recording medium on which is recorded a computer-readable and executable
25 software program containing a setup program for a controller that gives instructions to a computer running software depending on a pushing pressure of a user on a control element connected to a pressure-sensitive device of the controller,

said setup program comprising the steps of:

measuring a maximum user pressure-sensing value which is the maximum pushing pressure of the user;

acquiring a maximum game pressure-sensing value set by said software; and

5 performing correction to make said maximum user pressure-sensing value to correspond to said maximum game pressure-sensing value, and calculate intermediate values until the maximum user pressure-sensing value is reached proportionally corresponding to the game pressure-sensing values.

10 35. A recording medium on which is recorded a computer-readable and executable software program containing a setup program for a controller that gives instructions to a computer running software depending on a pushing pressure by a user on a control element connected to a pressure-sensitive device of the controller,

said setup program comprising the steps of:

15 measuring user pressure-sensing values which are the pushing pressures of the user;

acquiring game pressure-sensing values set by said software; and

performing correction to correct said user pressure-sensing values to correspond to game pressure-sensing values based on a stipulated function.

20 36. A recording medium on which is recorded a computer-readable and executable software program containing a setup program for a controller that gives instructions to a computer running software depending on a pushing pressure of a user on a control element connected to a pressure-sensitive device of the controller, said setup program comprising the steps of:

25 measuring a maximum user pressure-sensing value rate of change which is the most rapid pushing pressure of the user,

acquiring a maximum game pressure-sensing value rate of change set by said software; and

performing correction to make said maximum user pressure-sensing value rate of change to correspond to said maximum game pressure-sensing value rate of change,

5 and calculate intermediate values until the maximum user pressure-sensing value rate of change is reached proportionally corresponding to the game pressure-sensing value rate of change.